Name of App: Socrative	Score: 13.5/15	Date: March 13, 2013 Reviewed by Kris S.
Content/topic/grade: Review and Comprehension - K-12	Cost: Free	Developer and version: Socrative 1.10
Available for: both iOS and Android	HOTS: Remembering	Website: http://www.socrative.com/

Criteria	Exceeding (3)	Accomplished (2)	Developing (1)	Not Meeting (0)
Relevance	- App is ideal for purpose as set out by student and/or teacher - tied closely to curriculum -provides authentic experiences	-appropriate for purpose as set out by student and/or teacher - aligned with curriculum - provides experiences that can be transferred to new situations	-may not be appropriate for purpose as set out by student and/or teacher or - has limited alignment to the curriculum - experiences provide practice that relates to the task	-not appropriate for purpose as set out by student and/or teacher -not aligned with the curriculum - learning is simply rote practice or memorization
Ease of Use	- Customizable in student level, content, and settings - allows for differentiation between user - accessibility options - Tutorials available - intuitive - students can figure out how to use it	- customizable in some ways - has limited ways to differentiate between users - has some accessibility options -contains some instructions if students get stuck - students need limited help to use it	- may not be customizable or - little differentiation - each user experiences the same levels - does not have accessibility options - lacks tutorials or prompts - students struggle to use it independently	- not customizable - no differentiation - no accessibility options - tutorials are not available - too complex for students to use on their own
Functionality	- reliable - no crashes - no advertising - free - updates automatically - safe and secure (FOIPPA)	- App is fairly reliable - no advertising - is free - can be updated - safe and secure (FOIPPA)	- App is fairly reliable - glitches occur - may have ads - limited cost - may not include updates - Parts safe and secure (FOIPPA)	- not totally reliable - crashes regularly - may have ads and/or is not free and does not include updates. - not safe and secure (FOIPPA)
HOTS (Higher Order Thinking Skills)	- highly engaging - promotes critical thinking, collaboration, and creativity	- engaging - promotes some critical thinking, collaboration, and creativity	-somewhat engaging - promotes some critical thinking and/or collaboration,and/or creativity	- not engaging - does not encourage HOTS
Data storage, feedback, and sharing	- history saved - progress reports easy to generate and share - students receive detailed feedback as they use the app	- history saved -progress reports can be generated and shared, but may be a little difficult or - students receive some feedback as they use the app	- history may not be saved, and/or - progress reports difficult to generate and share, and/ or -student receive limited feedback as they use the app	-history is not saved -progress reports not available - students do not receive feedback as they use the app

Quick Overview: Teachers can set up review quizzes, exit tickets, check-ins and games in multiple choice, true or false and short answer questions. Student responses can be graphed for the class to see or sent via email to the instructor for marks. Overall Comments/Concerns: Great app to check student understanding.

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I have used this app extensively in my classroom to do student check-ins and weekly quizzes on content covered in class. Generally I took a few questions for each subject and created questions around core concepts that we had covered during the week. Students logged in on their devices, completed the quiz and then I would have the results sent to me via email (though sometimes we tracked them on the board via our projector). I loved how easy it was to set up quizzes and activities, how engaged the students were in completing the quiz each week and how they improved over time (gave them some motivation to pay attention to what we were doing in class). Questions could be geared towards both strugglers and strong students. Students are told upon completion of the quiz how many questions they got right (multiple choice and true and false only - the short answer have to be marked by the teacher) and teachers are able to track how many students are logged in, what question they are on and when they have completed the quiz. There is also a space race option that is a game for students to challenge each other in groups set up via the app.

My one concern is where the data is housed. It is emailed to you and so is kept on a server somewhere, likely in the US. One way to get around this concern is by having students sign in with their first name only to be less identifying or set them up with a set username (ie MSS12) for the year and track it that way. A little extra work for the teacher but a lot safer in terms of sharing student information.

For the most part this app would be used for remembering (perhaps understanding) and to check student comprehension of content covered.

Website:
http://www.socrative.com/

iTunes:
https://itunes.apple.com/us/app/student-clicker-socrative/id477618130?mt=8

Android store:
https://play.google.com/store/apps/details?id=com.socrative.student